

TURBOPLAY[®]

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October/November 1990

CONTEST!!!

Win A Bunch Of Games!

HOW TO BEAT:
NINJA SPIRIT
BLOODY WOLF

**NEW
GAMES
AND
TURBO
TIPS!**





SPATTERHOUSE

JUST KEEP TELLING YOURSELF:

IT'S ONLY A VIDEO GAME...

ONLY A VIDEO GAME...

ONLY A VIDEO GAME...

It started as a college field trip to an old and somehow evil mansion. You just wanted to study the gruesome experiments of the world's most renowned, yet twisted parapsychologist.

Then, things started going wrong. Terribly wrong. The last things you remember were a blood curdling scream and a dull thwack to the back of your skull.

You awaken to find someone or something has taken your girlfriend, and to save her you'll have to slaughter seven levels of monstrous ghouls.

You're about to find out exactly why this horrible place is called Splatthouse.

And why no one has ever entered, and lived long enough to talk about it.

SPLATTERHOUSE



To get a ghoul's attention, try a two-by-four to the head. (The slime stains should come out in the wash.)



He's got a chainsaw. You've got a 12-gauge shotgun. Who will cut who in half?



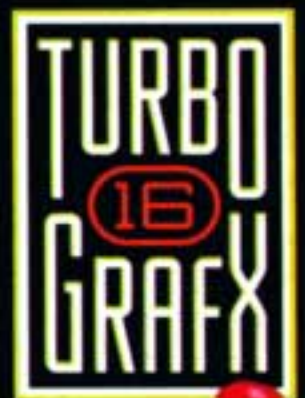
Punch and kick the bloody guts before they suck the life out of you. That surgical get-up you're wearing is quite attractive.



Killing the head is tough. To have a ghost of a chance, try the two-by-four again.



How tough is this maggot-eaten boss? You've got to give him a hand, he uses his head.



NEC

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Welcome to the third issue of TurboPlay! Thanks for all the cards and letters. We read every one and continue to add your ideas to the magazine. Starting with this issue we have a rating system for our game reviews. Every issue will also have a new TG-16 contest, so you get a chance to win more new games and hardware here more than anywhere else. Be sure to see our new contest on page 6! See you next time!

I N T H I S I S S U E :

6

TURBOMAIL

Mail from our readers.

CONTEST

Send in a drawing from your favorite game and you may get to pick any ten games you want!

7

CLOSER LOOK

TURBOCHIP GAME REVIEWS

Reviews of *Legendary Axe II*, *Drop Off*, *Veigues Tactical Gladiator*, *Valis II*, *Last Alert* and *Tiger Road*.

10

SUPER STRATEGIES

BLOODY WOLF

Fight your way to the end with our game maps and tips!

NINJA SPIRIT

Grab your ancient weapons and prepare to do battle!

16

24

COMING SOON

TG-16 GAME PREVIEWS

New games coming soon to your TurboGrafx:

AeroBlaster, *Super Star Soldier*, *Tricky Kick*, *Battle Royale*, *Sherlock Holmes: The Consulting Detective*.

28

TURBO TIPS

Donn Nauert gives expert advice on *Valis II*, *Drop Off*, *Psychosis*, *Dragon Spirit*, *Dungeon Explorer*, *Double Dungeons* and more!





Not long ago I passed *Keith Courage in Alpha Zone*. The text mentions something about another *Keith Courage* adventure. When will this new *Keith Courage* game come out (if ever) and what will it be like?

Donny Hummel
Thousand Oaks, California

Funny you should mention a sequel. We've heard rumors that plans for a KC 2 are being worked out right now. Unfortunately there is no scheduled release date or other information on the game at the moment. When we find out, we'll pass the information along.



After I received my first and second issues of TURBOPLAY, I was very happy. I must say that it's an excellent magazine. After looking at the strategies for *Splatterhouse*, I decided to buy it because it looks like a great game. Keep up the good work!

Devon Chin
Uniondale, New York



The second issue of TURBOPLAY hit my mailbox today and it's a winner! It includes reviews of *Y's*, *Bloody Wolf*, *Super Volleyball*, *Dragon's Curse*, *Timeball* and *Psychosis*. The articles included multiple screen shots of each game. *Splatterhouse* and *Devil's Crush* are covered in long strategy arti-

cles. The two-page spread on the *Turbo-Express* is basically complete, but didn't offer any new information. What else is there to say? The 32-page issue closes with previews of upcoming games and some hints on current games.

Overall, it's a very complete issue. The only criticism I would offer is to be a bit more critical in the reviews. The opinion of the reviewer was generally hinted at. Some form of rating system would be welcome.

Dann Veldkamp
CompuServe 72650, 61



I just got my second issue of your magazine. All I have to say is ALRIGHT!!! You guys have made major improvements and I love it. I like the way you go over the new games to be released with more detail. The *TurboTips* are just as good as before. But I only have one major problem. Your usage of space on many pages could be better. You use a lot of space to say a little bit. And at the risk of sounding pushy, I think the amount of space you guys used for advertisements could have been used for more game reviews. I also have a few ideas for additions to the magazine. Instead of using six pages to advertise three games, maybe you could use one

page with a list of games to be released and their release dates. Add a section where game players write in their questions for more elaborate answers. Maybe more contests. And an ordering sheet where people can order games and accessories directly from you when they can't be found in stores. Last but not least, tell us what to expect in the next issue of TURBOPLAY. Oh yeah, do you plan on making your magazine any larger and if so, how much would it cost? I think these and the other suggestions from your readers will make this the most awesome magazine yet. Thanks for listening.

Jason Wells
Brandywine, Maryland

Thanks for the complements. They're well appreciated. We'd like to thank all of you who have written to us with suggestions. Sometimes a suggestion can be implemented right a way, like Dann's idea for a rating system (see "A Closer Look", page 7, for details), but sometimes a good idea has to wait. And that's the case with a section on international games. When we get the go ahead to increase the size of the magazine that's the first thing that will go in. Who knows, we hope it might be the next issue.

Jason, from your letter it sounds as though you think we're connected with NEC in some way. We're not. Therefore we can't implement some of your suggestions. The thing to remember with our type of magazine is the overall size will increase with more advertising. And yes, we do realize reader mail is half a page, but to fit in more information that's the way it has to be. It'll be back to normal next issue.



CONTEST CONTEST CONTEST CONTEST CONTEST CONTEST CONTEST CONTEST CONTEST CONTEST

7

ere's your chance to win ten TurboChip games—and you get to pick 'em! All you have to do is draw a scene from any TurboGrafx-16 game you choose. Just pick a character, spaceship, monster or anything else and draw a picture of it. As big or little as you want, color or black & white, crayons, pencils—whatever you want, on a 8 1/2 x 11 inch piece of white paper. The winning entry will be based on a combination of best drawing, imagination and detail.

The winner will get to pick any ten TurboGrafx-16 games he or she wants! Plus, just for the extra hard work, he or she will also get a TurboStick joystick controller.

Ten honorable mentions will each get to pick one game of their choice. All artwork submitted becomes the property of TURBOPLAY Magazine. Winning artwork will appear in an upcoming issue of the magazine.

All entries must be received by December 25, 1990. You may enter as often as you like. Send your entries to:

TURBOPLAY Magazine Drawing Contest
9171 Wilshire Blvd., Suite 300
Beverly Hills, CA 90210

Winners names will appear in the February/March 1991 issue. Winners will also be contacted by mail. No purchase necessary.

CONTEST CONTEST CONTEST CONTEST CONTEST CONTEST CONTEST CONTEST CONTEST CONTEST

LEGENDARY AXE II

NEC
ONE PLAYER TURBOCHIP

★★★★★

Standing before the gate of the Royal Palace, Prince Sirius remembers the long, hard battle he had with his brother, Prince Zach. Both had emerged as the leading contender for the throne after the death of King Brace, and now it looks as if one of them must die. A short time ago, the two brothers were in the midst of a battle when Prince Zach called on the powers of the evil King Drodam. Although King Drodam had been banished from the kingdom, he was still able to use his magic to help Prince Zach defeat his younger brother.

Now evil rules, as Prince Zach sends a wave of destruction and turmoil across the land. Feeling that all is lost, Prince Sirius begins to retreat. But just when he thinks there is no chance of victory, he discovers the Legendary Royal Sword. The sword contains the only magical powers strong enough to defeat Prince Zach and end his evil tyranny.

As you guide Prince Sirius through the various

stages, you'll notice quite a few changes from the original game. For starters, you're obviously controlling a different character than before, and the game centers around a sword rather than an axe. But you now have to complete each stage under a specific amount of time, which ranges from three to ten minutes. If you're unsuccessful at defeating an end boss and time runs out, you won't start at the beginning of the level, but at a location farther into that level.

Another major change you'll notice is that you can actually switch weapons. You'll start the game with a sword. From there you can acquire a sickle and chain as well as an axe. The sword is the all purpose weapon that, when powered-up to its maximum, will give off a glowing shield as you strike a blow. The glowing shield will give you a little more range and will also eliminate most of the items the enemies will throw at you. The sickle and chain is another useful weapon that has more range than the sword and can be used diagonally. Although it may be quicker than the sword, it's not as powerful.



KEY

The ratings of each game are based on five stars with one star representing a "poor" game, three stars representing a "good" game and five stars representing an "excellent" game. All factors of the game (graphics, sound, playability, etc.) are included in the single rating.

The final weapon you can obtain is the axe. This weapon has a very short range, but is the most powerful of all the weapons. I found there to be little use for this weapon in the game. Outside of a few end bosses, you won't want this weapon at all.

You can switch weapons only when you obtain the icon that represents that particular weapon, which brings us to other items found in the game. The game uses a life gauge



that decreases by one when you get hit. To refill your life, you can collect either a half moon for one or a medallion that will restore you to full health. Be sure to pick up the stars as you come across them. They'll increase your life gauge by one. Magic bombs are another item you can never get enough of. If you get into trouble, press the **START** button to release a star burst that will do one hit of damage to all enemies on the screen. Unfortunately, you can only have a maximum of ten.

All in all, *Legendary Axe II* is a completely different game. The only thing that may look familiar is some of the background scenes, such as the dungeon, caves and shrine. New levels in *Legendary Axe II* include one that is comprised of living ledges that fall from under you when you step on them, a level that is made up of something that looks like tentacles and more.

Legendary Axe II doesn't follow in the footsteps of the first game, mainly because in Japan *Legendary Axe II* is called *The Dark Legend* and is a different game entirely. This certainly doesn't take away from the game play. The main ingredients it takes to make a good game are present. Though the graphics are not up to the standards of *Legendary Axe*, they're still very good. Instead of using the same music, *Legendary Axe II* has added new music, with more variety in the tunes. If you were expecting an exact sequel to *Legendary Axe*, forget it, it's not. But believe me, it won't take long for this one to win your hearts.

VEIGUES TACTICAL GLADIATOR

NEC
ONE PLAYER TURBOCHIP

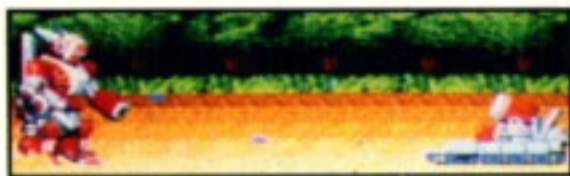
★★★★★

There's no answer from the West Coast, and all counterattacks by the Federation Army on the alien force have failed. That was in the year 2321. The year is now 2324, and only after the capture of an alien weapon was the Federation able to understand the magnitude of the invaders' technology. As a last hope, the High Command has given the go ahead for the launch of its final counterattack. And leading the way for Operation Last Rally is the awesome fighting machine known as Veigues.

In *Veigues*, you must guide the super alien-fighting robot through ten very intense levels to finally reach the alien headquarters. To aid you in your quest, *Veigues* has been equipped with not one, not two, but three modes of attack. The first, and weakest, is the Field Punch, which he does with his left hand, Button 2. The second one, the Arm Weapon, is more powerful but can only be used straight ahead. You can shoot this weapon by pressing Button 1. There are six different Arm Weapons, the Plasma Cannon-PC X being the most powerful. The Chest Weapon offers our valiant warrior a wider range by allowing him to shoot at approximately 180 degrees in front of him. This is a little trickier to use when trying to turn around because you have to press the 1 and 2 buttons at the same time and because it doesn't work with auto-fire on. Between the three weapons, you'll find that you'll use the Arm and Chest weapons more often.

As you progress through each area, it's to your advantage to destroy as many enemies as possible. Other than for obvious reasons, the more enemies you destroy, the more units you will receive. Units are used in the supplies screen, which will appear





when you have cleared an area to increase your various special items such as your shields, and the Vernier, which allows you stay in the air longer when you jump.

Other items or windows that you might or might not want to be aware of are the 3-D Searching Radar Window and the Alarm Message Window. The 3-D Radar catches the reflection of the enemies energy and shows you from which direction the enemy is coming. You will lose this function if your head is damaged in battle. The Alarm Message window provides information on such things as the area that Veigues is in, and the reflections of enemies which the 3-D Radar doesn't pick up. It also relays the damage report when Veigues sustains damage throughout the game. The last ability mentioned is probably the only one that gives you any vital information, the others provide information that you won't or can't use.

Veigues Tactical Gladiator is one of the more intense action adventure games to date. Along with the excellent graphics, you're presented with some incredible game play that not only forces you to memorize the pattern the enemies take, but also makes you utilize all of your weapons. You'll also have to know which weapon works best in varying situations and when to switch, as well as how many units to give each in the supplies screen. You'll always have to be thinking to get through to the Alien headquarters. Because of the complexity of the controls, the game seems more suited to the advanced player. But it's one game that's highly recommended to all.

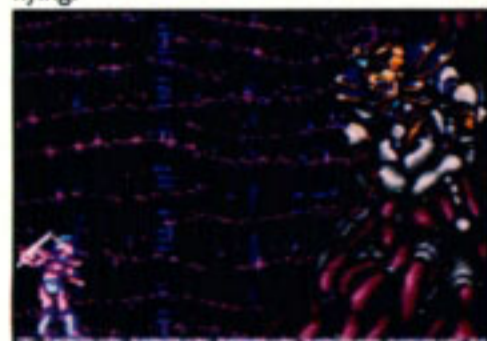
land was thrown into turmoil as war and despair broke out in the countryside.

Lead by Emperor Magnus, an evil army descended on the land, laying waste to the villages and defeating virtually all the followers of the dead king.

But out of the mist came a hero...a woman. Yuko, with incredible bravery stepped forward, and was chosen to become the first woman Valis warrior. Combining her keen fighting skills with the powers of the magical, legendary Sword of the Kingdom, she is destined to save the land by returning peace to Vecanti.

Yuko will have her hands full, for Magnus has given special orders to his top henchmen to stop her at all cost. Only if she can increase the attack level of her sword will she have the power to make it to the sixth and final level, where she will meet Magnus face to face. As Yuko travels through the levels, she will be able to obtain special power-up items such as different offensive weapons, weapon power-ups and other "special items." All power-up items will appear either in certain locations in the levels or will be left by an enemy when defeated.

Offensive items are the weapons that can be used through the sword. The Normal Weapon is the one Yuko was originally equipped with. It will shoot a solid bluish ball at the enemies. The Cutter Weapon will shoot bluish waves at the enemy. These waves are capable of neutralizing the enemy fire and are the main weapons you'll want to use in the game. The Homing Weapon will shoot small missiles that are attracted to the nearest enemy. This weapon is especially useful on the vertical levels found in the game. The Dual Weapon allows you to shoot in two forward directions at the same time, one straight ahead and the other at a 45-degree angle. It is useful in levels with enemies and end bosses that do a lot of flying.



Defensive items help increase Yuko's fighting ability by giving her a short burst of quickness via the Magic Boots or by decreasing the amount of damage an enemy can do when she picks up the Shield. The defensive item, Power Up, indicated by a moving sword, will increase the power of your current offensive weapon, while a large heart will increase the amount of Vitality, or life, Yuko can have.

Special Items are items that have a special effect. The Crusher, for instance, will damage all enemies on the screen when it's activated. The Power Surge is another useful item, since it makes Yuko invincible for a short period of time. The Protective Barrier is just that, a protective wall that will surround Yuko. And the Hour Glass will stop the enemies in their tracks, so you might want to save these for the end bosses. Other items are bonus items that can help Yuko in her crusade against the evil Emperor Magnus. Dotted throughout the game, you can find green and red hearts that will either fill Yuko's life gauge partially (green) or completely (red). These are known as Partial Life and Total Life Restorers. Crystals can also be found in the game. This item will add 1,000 points to your total, and if you score enough points (20,000, 50,000 and 50,000 points thereafter), you will obtain a 1-Up, or extra life (Yuko), which can also be found in the game.

Valis II, like all other CD-ROM games, far surpasses most video games graphically, the highlight being the Visual Scenes which takes place

between each stage. This is where a friendly ghost named Reiko, tells you the storyline of the game through flashbacks and replays the fight with the last end boss. While the game contains good music, it is not the caliber of Y's. The one thing I was disappointed in was the difficulty of the game. There are far too many

Total Life and Partial Life Restorers in the game, and the number of extra men you can obtain is far too much for the amount of damage the enemies will inflict on you, which leaves little challenge for the sixty plus dollars you'll have to pay. If you are a better video-game player, you might want to play this game without the use of the TurboSwitches.

TURBOPLAY
MAGAZINE
ARCHIVES

VALIS II

NEC

ONE PLAYER CD-ROM

★★★

When the kind and generous ruler, King Rogress, of the ancient land of Vecanti died, the

LAST ALERT

NEC

ONE PLAYER CD-ROM

★★★★

The international arms syndicate, The Force Project, lead by the genius physicist and all-around bad guy, Dr. Che Garcia, is up to its old bag of tricks...trying to take over the world. One by one, all the top government agencies from countries around the world have tried to stop him, but each has failed. And now all eyes are on you, Guy Kazama, top CIA agent.

For years you've been dogged by Dr. Garcia and his motley crew. Much like Professor Moriarty was to Sherlock Holmes, Garcia always seems to be one step ahead of you. You may have stopped the crime, but the doctor always gets away, except this time. For now you have the full backing of the CIA, and that includes all their special weapons.

And now it's your turn to show the world, and Garcia, why you're the best.

As in most CD-ROM games, *Last Alert* has visual scenes that will appear in between each mission. The visual scene is where you'll be told the story line of the game and find out what your orders are for the particular mission. Once through the visual scene, you'll be taken into the action scene or the actual game play automatically. In the action scene, you'll travel through six different areas made up of various terrains, which include an airstrip, frozen tundra and even space. The different missions will require you to perform one of three different tasks under a prescribed amount of time before you can go to the next mission, which is indicated by a colored marker. A blue marker means you must simply fight your way to the end boss for that stage. After you defeat that boss, you'll be able to continue to the next stage. If you see a yellow marker, you must satisfy certain conditions, such as planting bombs at designated places or rescuing a certain number of hostages, before you can move on. The final marker is red. This is an easy spy mission that doesn't require you to defeat any bosses or complete any tasks. It only requires that you make it to the end of the stage. What can make the spy missions more difficult is deciding to use a



weapon other than your pistol. If you use another weapon, the number of enemies that come after you will increase.

You start the game with a Colt revolver that shoots three bullets in succession. That's fine for the early stages but as you progress through the game, you'll need some heavy artillery. By defeating the various enemies that you encounter, you'll acquire the necessary experience points to move up in rank and handle the big guns such as a heavy machine gun or a missile launcher. As you defeat the enemies, you'll also come across a wide range of special weapons that range from hyper pineapples, which are high-powered grenades, to invincible satellites that will appear at Guy's side, to the disc launcher, which shoots high-powered discs in four diagonal directions. Obviously, the key to success in the game is to get your experience level up as high as possible as quickly as possible.

Last Alert is another example of why CD-ROM games will be the wave of the future. With incredible graphics and sound, game players will be crying for more. But it's the game play of *Last Alert* that sets the game apart from the rest. Instead of just bullying your way through each stage, you'll have to remember what's required before you can leave. And the game will take a long time to finish in comparison to other action games. It's not that it is necessarily difficult, but there are times where you think the game never ends. Rarely do you see an action adventure game that provides you with so many different things to accomplish. This is something usually reserved for role-playing games. You'll definitely get your money's worth out of this one.

TIGER ROAD

NEC

ONE PLAYER TURBOCHIP

★★★

In *Tiger Road*, you'll become a bald-headed martial arts hero named Lee Wong. As a master of the awesome Oh-Lin boxing technique, Lee is responsible for cleaning up the mess that was left



behind when the Dragon God ravaged the Oh-Lin temple. The sacred scrolls of the Oh-Lin ancients were stolen in this attack, and the Dragon God also left a heap of punched-out priests and mutilated monks as his calling card.

Seeking revenge, Lee sets out to battle the evil deity who caused this injustice. But first, he must fight his way through the Dragon God's army of skilled savages and his four "boss" henchmen. Lee gets to use a number of different weapons along the way, and the abundance of power-up items should be enough to keep him going until he reaches the training sessions at the end of each round. In these bonus areas, Lee can boost his power level or learn how to use the incredible "two-headed tiger technique," the most powerful recipe in the Oh-Lin cookbook.

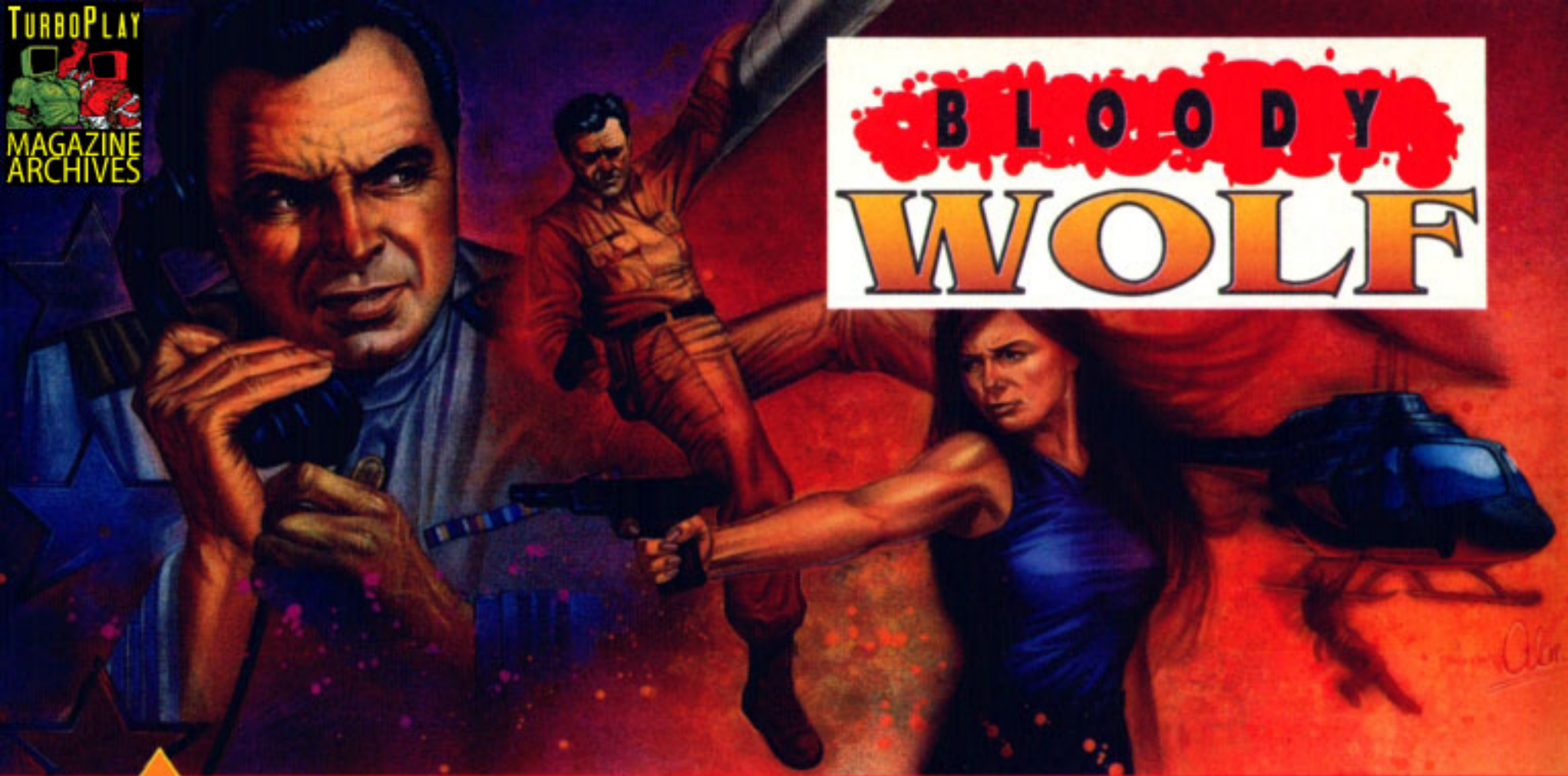
With its cartoonish hero and bug-eyed bosses, *Tiger Road* doesn't look like much of a challenge. But it's a fairly difficult game, mainly because your opponents seem to operate at a skill level that's far beyond your own fighting abilities. Lee doesn't have any way of protecting himself from the kung-fu zombies and spear-wielding warriors who hound him; the best defense is a good offense. Some enemies are nearly impossible to avoid, like the armored samurai who leap straight up in the air before coming down at you with their giant swords aimed at your heart!

The variety of optional weapons that appear at various points in the game should have been helpful, but the narrow focus and short range of these weapons limits their usefulness. Be very careful about the bonus items you pick up; in addition to the less-than-desirable weaponry, there are a few icons that decrease your energy level instead of raising it as you'd expect.



titles. Still, *Tiger Road* is an enjoyable contest, and it should be a hit with former Nintendo owners who are looking for something similar to classic NES games like *Kung Fu*, *Kid Niki* or *Radical Ninja*. ★





BLOODY WOLF

F

inally the day has come for you to leave. Your mission: to infiltrate the enemy territory, defeat the enemy bosses and rescue the President. This game consists of eight stages of varying difficulty. Up to Stage 3 it isn't too difficult to get through, but from Stage 4 things start to get pretty rough. Remember, in this type of action game it's crucial to choose the appropriate weapon in different situations. We have provided maps from stages 4 through stage 7. For the stage 8 your on your own. But we will give you a code for unlimited continues. During the title screen, press U, 1, D, 2, L, 1, R, 2 and then the RUN button.

STAGE

1

Let's learn all the basic moves in this stage. There are many items available here that will help you later in the game. Using motorcycles will make things a lot easier.

USEFUL INFORMATION

There's a hidden entrance to the warehouse behind the truck. In the warehouse are two crates which are locked. One contains body armor and the other one contains a flame-thrower. Be sure to get them both.



Rescue the prisoner on top of the first truck and get a key from him. Then enter the warehouse behind the second truck.

You'll receive less damage wearing body armor.

USE ITEMS FOUND IN CRATES TO YOUR ADVANTAGE

Crates inside warehouses hold many items which will help you to get through the stage. One thing you'll have to be careful of is that you can carry only a limited number of items. Any additional items you pick up will cause other items to be dropped off your inventory.



It's easier to open a crate if you stand to the left. Crates with padlocks can't be opened unless you use a key.

HOW TO DEFEAT THE SHOTGUN MAN

He fires a shotgun at you while moving up and down. If you take too long, enemy soldiers will start attacking to make things even more difficult.



Get rid of the enemy soldiers quickly and attack Shotgun Man.

Once you damage Shotgun Man, his troops start to attack.

BOSS MEGA SUB

The sub will dive and then fire a torpedo after it's been damaged. In order to secure some ground to stand on, you must lure it into shooting torpedoes at one place by moving left and right. Otherwise it'll eventually destroy the entire shore.

Remember that you can destroy the torpedoes with rifle shots.



Lure the submarine to the left.

Make it shoot its torpedo at the place that's already been destroyed



STAGE

2

Many enemies will try to stop the hero in this jungle stage. During the first part of this stage the enemies are hiding behind objects. Using hand grenades effectively is the key.

GET OUT OF THE WATER QUICKLY

As soon as you enter the jungle, rescue the prisoner who is tied to a tree. He'll give you a pair of fins which allow you to move quickly in the water.



Be careful of enemies on the shore as well as ones in water.

You can move very quickly with the fins underwater. You won't get hit while you're underwater.



SPIN AND SHOOT

In this part of the stage where there is nothing to hide behind, you'll be surrounded by enemy soldiers. The best thing to do here is to spin the hero and shoot continuously. Using a shotgun will increase the chance of hitting the enemies.



When you come out of the river, you'll find a crate with a shotgun in it. Be sure to grab the gun and take it.



Spin and shoot. It would be easier if you use a joystick controller.

HOW TO DEFEAT FLAMETHROWER

The best way to deal with Flamethrower is to attack him diagonally while avoiding the fireball. You can either shoot him or use your hand grenades.



Attack him diagonally, but don't get cornered. Keep moving.



When he loses half of his energy, he'll escape into the river and then reappear.

BOSS HELICOPTER

If you stand in front of the chopper you'll get hit by the missiles. Again, attack diagonally with your gun and hand grenades.



Avoid the missiles by jumping.

Shoot the chopper from a distance and throw grenades when you're closer.



STAGE

3

The first half of the stage has falling logs and caves that hide enemies and prisoners. The second half is fought on an unstable broken bridge where the Big Sniper and his paratroopers will attack you.

AVOID THE FALLING LOGS BY JUMPING

Logs will come rolling down from the cliff without warning. The best way to avoid them is to jump over them. If you want to score extra points, you can destroy the logs with your weapons.



Logs come down one after another. Be careful when you're about to enter the caves.

It's more effective to use hand grenades or a flamethrower to destroy the logs.



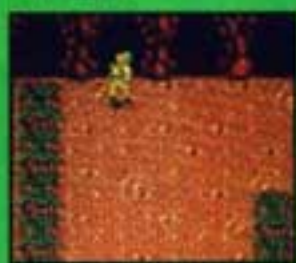
ENTER ALL THE CAVES YOU CAN

Inside the caves are crates with items and weapons. Prepare for the later battles by obtaining better items and weapons.



You'll be attacked by a spaceship around here. Be ready.

Be sure to remember which of the caves you can enter.



BOSS BIG SNIPER

Big Sniper jumps around on the bridge and attacks you with a laser gun. As you can see there are only three places where you can stand on the bridge. Attack him the moment after he fires his laser gun.



Big Sniper is just about to fire his laser gun.



When you're shot at, avoid the beam by jumping.



Once he's in this position, you can't inflict any damage on him.

Your main mission in this vertical-scrolling stage is to rescue the President. Starting at the bottom, you must defeat the superior commander to rescue the President—then you must backtrack the way you came in. On your way back, the hero gets captured by the enemy and you must rescue him using another character in the latter half of the game.

INSIDE THE LOCKED CRATE ARE SOME MUSCLE EMPHASIS TABLETS

3 There are a lot of enemy troops, but it's worth battling it out to get the tablet. It will give you an extra stamina unit and recover all the damages you have sustained.



You want to get the tablet even if you haven't sustained any damages.

THE PRESIDENT'S RESCUE HELICOPTER LANDS HERE

7 Once you have rescued the president, you must bring him back to this place for the rescue helicopter. After the helicopter leaves, the hero will be surrounded by the enemy and captured.



THERE'S A LARGE GROUP OF ENEMY TROOPS BEFORE THE ENTRANCE

1 There is nowhere to hide and you will be surrounded by enemy troops in no time. The best defense here as used in the jungle stage is the spin and shoot.



If an enemy gets too close, you can use the knife to damage him.

YOU CAN FIND MOTORCYCLES IN THIS STAGE, TOO

2 Don't pass up the opportunity to use the invincible motorcycles. Once you find one, try to go as far as possible on it.

You can either take the one on the ground or take the one an enemy soldier is riding.



YOU CAN'T ATTACK IN THIS AREA. CLIMB AS FAST AS YOU CAN

4 You will be attacked by enemy paratroopers, but you won't be able to fight back. Stay on the right side of the screen and avoid enemy fire.



FLAMETHROWERS ATTACK FROM THE BOTH SIDES OF THE CORRIDOR

5 Inside the main headquarters building, you'll be attacked by enemy troops with flamethrowers. It's quite dangerous to try advancing without defeating these troops. Since they can only shoot horizontally, your best offense is to shoot them diagonally.



YOU WILL FIND THREE DIFFERENT WEAPONS HERE

6 The crates on the top contain hand grenades, the one in the middle contains a bazooka and the bottom one contains a shotgun. Arm yourself with the ones you need.



BOSS BOSS

This boss uses boomerangs and a laser gun to attack you. It would be wise to use a bazooka or hand grenades to fight against such a powerful enemy, but unfortunately, the only weapon you're allowed to use is your knife. Be prepared for one tough battle. The only chance you have is to attack him between the time he fires the laser gun and when he throws the boomerangs. He holds the laser gun in his left hand, so aim for the left side where you won't be directly in front of the laser.



Deflect the boomerangs with your knife and advance.



Talk to the president after defeating the boss.



Now you have to reach the chopper landing sight safely.



STAGE

5

Starting from this stage you'll be working with a new hero character. Of course, you lose all the items and weapons you have obtained except the knife. You are required not only to defeat the boss, but also to rescue all twelve prisoners to clear this stage. Spaceships appear everywhere making this stage even more difficult.

YOU MUST RESCUE ALL 12 PRISONERS

In order to clear this stage you must rescue all 12 prisoners including the five hidden inside buildings. If you kill any prisoners by mistake, you will not be able to clear the stage. Be very careful when you're using any of the powerful weapons.



A PAIR OF FINS ARE INSIDE A CRATE

The crate on the top contains a shotgun, the middle crate contains a flamethrower and the bottom crate contains the fins.



YOU CAN'T GET INSIDE THE BUILDING

It's no use trying to enter this building. There are too many enemies around here and you'll be surrounded quickly if you don't move on.



CRATES ARE TWO CRATES

AND A PRISONER INSIDE THE BUILDING

You'll find one prisoner inside. The two crates contain a flash bomb and a bazooka.



YOU'LL FIND THE

MUSCLE EMPHASIS TABLET

The upper crate contains the muscle emphasis tablet and the bottom crate contains extra powerful grenades. You'll also find one of the prisoners in here.



THE BONUS IS THE

SCAFFOLD POINT OF THIS STAGE

You can obtain fins inside the building at the top left corner of this map. The fins will be very useful in the swamp in stage 7.



BOSS

KNIFE KILLER

As the name suggests, he fights using a knife. Attack him when he lands after jumping around. There are three prisoners held in this place.



Again, the only weapon you can use against this boss is a knife. Get close to him and keep stabbing.



You'll find the medicine that gives you back all the stamina units.

START

○ The red circle denotes where the prisoners are held. There are a total of seven prisoners outside.

STAGE

6

A part from the starting area and the finish, this stage is fought in a river. As you can see on the map, the only place you can obtain weapons is at the beginning. During the battle on the river you're forced to stay on a raft. This will be a tough ride so be prepared by obtaining powerful weapons in the beginning.

ONCE YOU'RE ON THE RAFT, THERE'S NO TURNING BACK

2 Once you board the raft, the screen will start to scroll horizontally. Your movements are limited to the raft only. You can't leave the raft until you reach the end of the river where the enemy attack will come not only from the water, but also from the shore. Avoid enemy shots and keep shooting.



Your movements are limited and it's hard to attack.



Kill the enemies and board the raft.



THERE ARE MANY ITEMS INSIDE THIS BUILDING

1 The top left crate has the infrared scope that you'll need in Stage 8—don't forget to take it. A shotgun is in the top middle crate, a bazooka is in the top right crate, a muscle emphasis tablet is in the bottom left crate, a flamethrower is in the bottom middle crate and extra powerful grenades are in the bottom right crate.



WATCH OUT FOR THE ENEMIES COMING ABOARD THE RAFT

3 When you get to this part of the river, enemy troops will start to board the raft. Get rid of them first, otherwise you'll run a high risk of being damaged.



STAGE

7

It's a short stage, but it still is a very tough one. You'll move from land to swamp back to land and another swamp before you meet the boss of this stage. The fins you obtained in Stage 5 will come in handy in the swamp areas.

WE'LL ENCOUNTER A GREAT STRONG BEAST YOU CAN'T TAKE

5 The flamethrower you get at the last building will be quite useful. Too many enemies will appear and you won't have the time to kill them one by one. Advance and continue firing the flamethrower. Remember to dive underwater to avoid enemies that you can't handle.



INCREASE YOUR

DEFENSE BY USING THE BODY ARMOR

1 The upper crate contains a bazooka and the lower crate contains body armor. Make sure you take the body armor. Be careful not to destroy the crates during the battle.



2 It's harder to maneuver in the swamp because of many obstacles in it. Farther ahead there are troops lined up on the shore. Get rid of them fast with hand grenades.

3 You won't find any prisoners or enemy troops in here. What you will find are two crates containing hand grenades and some food that builds your stamina. Rest up before you go into the swamp area.



4 You can attack the troops with flamethrowers by standing just outside of their firing range. The upper crate contains a flamethrower and the locked crate contains the muscle emphasis tablet.



BOSS

ROLLING THUNDER

6 The boss tank shoots as it moves left and right from the higher ground. Don't stand in front of the tank or you'll be hit by its main battery fire. Follow its movement and attack when you can. Use the extra powerful grenades which can reach the upper ground.



DON'T FORGET TO PICK UP THE KEY

5 The upper crate contains a key and the lower crate contains the medicine to heal all damages. In stage 7 you'll find body armor inside a locked crate. Be sure to take the key.



4

WATCH OUT FOR THE ENEMIES LINED UP ON THE SHORE

4 Just as you're about to land, you'll encounter a fierce attack from the enemies lined up on the shore. The enemies in the river will continue attacking as well. Unless you deal with the enemies on the shore fast using hand grenades, your chance of survival is slim.



STAGE

8

Finally you have reached the last stage of the game. It's filled with tough enemies and traps. The boss from Stage 4 appears again as the last boss.

BOSS

GUN BOAT

6 The boss of this stage are the enemy troops on the boat. There are three places on the boat where the troops are positioned—one appears on the left side of the boat firing a cannon, one appears from the opening in the middle and another one appears suddenly from the right side of the boat. You can fire at any part of the boat, but you'd be better off by destroying the cannon first. You'll also be attacked by the enemies in the water.



You can damage the boat easily, but it just continues shooting.



More than one enemy is hiding behind the opening in the middle.

The first part of the stage is relatively easy, but the worst part comes when you're attacked by the previous hero who has been brainwashed by the enemy. Once past him, you'll enter a long corridor with steel beams. Climb the first one for a Koala bear, that will give you all special items, to appear on the sixth.



You must avoid the falling rocks as well as the cannon fire and destroy the tank.



The hero who was captured by the enemy in Stage 4 is now your enemy. He moves around quickly to attack you, and is a very tough opponent.

Infrared beams which are invisible unless you wear the infrared scope are everywhere in the building. Touching the beam triggers the floor to open up between the two beams. The only way to avoid falling into the opening is to jump over it.



When you touch the beam the floor opens up.



There are many tough enemies inside the truck.



NINJA

S P I R I T

STAGE 1

Escape from the temple to avenge the death of your father.

Sixteen years ago, Moonlight's father was murdered by another Ninja Moonlight, and he promised himself that he would avenge his father's death. To accomplish his mission, he must first escape from the temple where he was brought up and trained to be a Ninja.

The enemy characters in this stage are skilled with shurikens, but if you get the power-up items, this stage shouldn't be too tough.



Moonlight must escape from the ruined temple.

Use the first blinking jewel to power-up his sword.

1 Destroying the yellow Ninja will give you various items. The first one will give you a blinking jewel, which is a power-up item for Moonlight's weapons. Use the first jewel to power-up his sword. With the high-powered sword, getting through this stage shouldn't be too difficult.



The high-powered sword can destroy even the Earth Ninja who attacks from under the floor.

Get the Destructive Magic and use it effectively.

2 It'll be tough to defend Moonlight from the rain of shurikens brought on by the green Ninjas. You can get the Destructive Magic, the red jewel, from a yellow Ninja on this pillar and kill all the green Ninjas.



Green Ninjas appear one after another.



Use the Magic to kill them quickly.

Make sure to get an alter ego.

3 Defeating the yellow Ninja here will give Moonlight a blue jewel, which enables him to have an alter ego. An alter ego follows exactly what Moonlight does, essentially doubling his power. It's a strong and useful ally when fighting the boss of this stage.



Get this blue jewel. You can have up to two alter egos.



Moonlight's attack is twice as effective with an alter ego.



The Enemy Characters of Stage 1

BLACK NINJA

He attacks with a sword. There are a couple of variations in attack, but you can kill him in one blow.



No matter what he does, he is an easy kill.

GREEN NINJA

He attacks with shurikens. One type appears on the side of walls while another type leaps high in the air to attack.



Select Moonlight's weapon to "sword" and you should have no problem.

EARTH NINJA

He moves under the floor and attacks with a spear. If you have a high-powered sword, you can get him easily.



Without a high-powered weapon, it's hard to defeat him.

MYSTERIOUS MONK

Probably the toughest enemy in this stage apart from the boss. His attack with the spinning cane can inflict heavy damage on Moonlight.



Without the Bamboo Thunder bomb, you can't get him in one blow.

BOSS

ASURA

With one or more alter egos, it's an easy battle.

The final battle before the escape is a combined attack from an army of green Ninjas and the boss, Asura. It sounds like a tough battle, but if you have one or more alter egos, it's quite easy to defeat them all. If you have a high-powered sword, it'll be even easier. See the photos for details of attack.



When Asura starts to rise, jump to this position.



Keep attacking with the sword.



Stand here and use the sword to defend Moonlight from the green Ninjas' shuriken attack.



The alter egos will deal with Asura's attack while you attack him with the sword.

Use the sword to defend Moonlight from the shurikens of green Ninjas.

4 Select the "sword" weapon, then hold UP and swing the sword. This will let you swing the sword from top to bottom, and enable you to defend Moonlight from the shuriken attack from above and the side.



If you have a high-powered sword, it's almost like a barrier.

Continue starts from here.

5 If Moonlight gets killed beyond this point then Continue starts. Right after the Continue, two yellow Ninjas will appear carrying a blinking jewel and a blue jewel. Be sure to get them both, power-up Moonlight's sword and get an alter ego.



Continue starts here. Get the Yellow Ninjas.

The toughest enemy, Mysterious Monk.

6 One hit from his spinning cane decreases two life units. Using the bombs would be the most efficient way to attack. However, even the bomb attack isn't a sure way unless you have increased its power. If you don't have high-powered bombs, use your sword to attack.



It is a body attack with a spinning cane.



He also jumps and attacks from above.

Triple-power Moonlight is almost invincible.

7 If you haven't been killed up to this point and have collected all the power-up items, you can get another alter ego. Three Moonlights (Moonlight + 2 alter egos) gives you triple the power of attack. In this form it'll be a lot easier to defeat the boss. A swing of the three swords will act like an almost perfect shield against an enemy attack.



With three Moonlights, his attack and defense are almost perfect.

The escape from the ruined temple is almost complete.

8 Before the battle with the boss, Moonlight encounters a yellow Ninja with the Destructive Magic. You don't have to have it, but it may come in handy.



You don't have to get the Destructive Magic.



Yellow Ninja appears here.



NINJA SPIRIT

STAGE 2

Sprint through the forest, cross the valleys and defend Moonlight from enemy attacks.

When Moonlight escapes from the ruined temple, he finds himself standing in a forest. He will encounter red Ninjas who'll attack with bombs and the Ogre fire rings which will tenaciously chase him around. He must free himself from these enemies and slip through the forest.

The enemy attacks are very tough from the beginning of this stage. On the other hand, if you can get the many power-up items to increase Moonlight's power, you'll have an easy time of it. The best weapon of choice is the sword, but don't forget to increase the power of Moonlight's other weapons.



It's much tougher than Stage 1.

Two important things to remember in this stage.

1. DON'T STAY UP IN TREES TOO LONG.

Stay on the ground as much as possible. While Moonlight is up in the trees, the only places to land and maneuver are the tree branches. This limits his maneuverability and makes him vulnerable to the enemy attacks.



He's vulnerable to an enemy attack. It's also difficult to attack on trees.

Moonlight can be damaged heavily by touching an Ogre's fire ring.



2. DON'T JUMP TOO HIGH.

If a map is more than one screen tall and you make Moonlight jump beyond the top of the first screen, you may bump into an enemy hiding outside of the screen such as Ogre's fire ring.



Use power-up items to strengthen Moonlight's weapons.

Get the blinking jewel and an alter ego to power-up Moonlight.

As soon as you start the stage, get a blinking jewel from a yellow Ninja to power-up the sword. Then get a blue jewel from the yellow Ninja hiding high up in a tree to gain an alter ego. Because you can get the power-up items you'll need in the beginning and there is no time limit to the stage, you can take your time and advance carefully.



Get the blue jewel for an alter ego, but don't chase the yellow Ninja too far up in the trees.

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A furious attack by an army of red Ninjas.

2 As they continuously appear and disappear, red Ninjas attack with bombs. Since they keep on coming without end, get out of the area as quickly as possible.



Their attacks are tough because a bomb can cover a large area.

An attack by quick moving Ninja wolves.



They attack suddenly from off the screen.

However, there's no need to panic. You can kill it with one blow.



Use the Wheel-of-Fire to defend Moonlight.

4 The yellow jewel will give Moonlight the Wheel-of-Fire which moves around him, protecting him from enemies and inflicting damages on them. The only drawback is that it only lasts a limited time and it will not protect Moonlight from shurikens.



It will protect Moonlight from Ninja dogs and other enemies, but not from shurikens.

The yellow jewel gives Moonlight the Wheel-of-Fire.



The Enemy Characters of Stage 2

BLACK NINJA

Same as the ones in Stage 1 and quite easy to defeat.



They appear only in the valleys of this stage.

RED NINJA

They're experts in bomb attacks. You can swat the bombs with the sword or the sickle and chain, but don't stick around too long.



Red Ninjas appear one after another.

NINJA DOGS

They suddenly appear from off screen and attack Moonlight. Don't worry too much. Though they're quick, they're easy to kill.



Most Ninja dog attacks come from above.

OGRE'S FIRE RINGS

They'll keep chasing Moonlight until they're destroyed. Their movements are slow, but they're tough to destroy.



They approach slowly, but in the end they will get Moonlight.

BOSS

THE TWO-AXE OGRE

You should make good use of increased power weapons.

The Two-Axe Ogre is a fast moving and very powerful enemy. One hit from his twin axe will kill Moonlight. You can defeat him relatively easily if Moonlight has high-powered bombs and one or more alter egos. However, if you don't have the bombs, use the sickle and chain that can attack in all directions.



BOMBS



It's an easy battle if Moonlight has high-power bombs or the sickle and chain and alter egos.

SICKLE & CHAIN



Use the bombs and alter egos as shown in photos.



When Moonlight is attacked, jump to the top left to avoid and attack.

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6

Continue starts from here.

5 You can continue on this stage from here. Beyond this point, the difficulty level jumps up. So, if you're continuing a game, go back and get some power-up items to strengthen Moonlight.



Power-up Moonlight when you continue.

Power-up items are everywhere.

6 Stage 2 is coming to an end and the enemy attacks are getting worse. Make sure you have most of the power-up items before you get to this point so that you won't have to take a chance with the yellow Ninjas in dangerous areas such as up in the trees. However, you must get the Destructive Magic to fight against the Ogre's fire ring.



They grow smaller and weaker, then die out.



Use the Destructive Magic to destroy the Ogre's fire ring.



Since Moonlight already has two alter egos, there's no use getting another blue jewel.

NINJA SPIRIT

STAGE 3

Sprint through the moonlit plain.

In Stage 3, battles are fought on a grassy plain which was once an old battlefield from a long-forgotten war of the lords. The Ghosts of Fugitive Warriors will appear and attack Moonlight. The evil Ninjas have also sent the Ninja Rifle Corp after him. At the end of this stage he must defeat Hanzo the fiend, whose sword will kill Moonlight with one hit.

The key to successfully clearing this stage is to select an appropriate weapon for different enemies. Try to get all the power-up items which increase the power of Moonlight's weapons.



High-powered shurikens would be the best choice.



But if you don't have any high-powered weapons, use the sickle and chain.

Use long-range weapons such as shurikens or the sickle and chain.

1 One hit from the Ghost of the Fugitive Warrior can kill Moonlight no matter how many life units he has left. So, the best tactic against him is to keep a distance and attack him with shurikens or the sickle and chain. Because the sickle and chain can deflect rifle bullets, it is also a good weapon against the Ninja Rifle Corp.



Many strong enemies will face Moonlight in this stage. Be certain to get all the power-up items.

The Ghost of the Fugitive Warrior.

2 The Ghost of the Fugitive Warrior suddenly emerges from behind a dead tree. One blow of his sword is enough to kill Moonlight. Don't get too close to him, and use long range weapons. Although you can use bombs, shuriken attack is safer and more versatile.



High-power shurikens are better weapons to use in dealing with other enemies that also attack at the same time.

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The Enemy Characters of Stage 3

BLACK NINJA

The same ones as in the previous two stages. By now you should have no problem with them.



They will appear in later stages too.

NINJA DOGS

Same as the ones in Stage 2. Kill them quickly, and there will be nothing to worry about.



Avoid their initial attack; then it's an easy kill.

NINJA RIFLE CORP

They appear from the edge of the screen and start shooting right away. Get rid of them as soon as they appear.



The sword or the sickle and chain will protect Moonlight from their bullets.

THE GHOST OF FUGITIVE WARRIOR

He suddenly comes out from behind a dead tree and starts attacking Moonlight with his sword. Be sure not get hit by his deadly blow.



Use long-range weapons such as bombs, shurikens or the sickle and chain.

The Mysterious Monk.



A stronger version of the one in Stage 1. This one throws his spinning cane and will come after Moonlight with his body attack. He is a formidable enemy.

One hit from his cane will kill Moonlight.

BOSS

HANZO THE FIEND

An easy win by using the alter egos and high-powered bombs.

Hanzo the Fiend is another enemy character in this stage who possesses a deadly blow that can kill Moonlight with just one hit. However, if you don't get too close to him and attack him with the high-powered bombs, you can get him before he even comes close to Moonlight.



Stay on the left side of the screen and keep the alter ego in this position.



Then keep throwing the high-powered bombs.



See, it's an easy battle. If, by any chance, he gets too close to Moonlight, jump over him and attack from behind.

How to use the power-up items effectively.

3 If you are continuing, use the first power-up item for the sword. Then use the second one to strengthen the bombs to prepare for the battle against the boss. High-powered bombs are also useful against the Mysterious Monk and other enemies of this stage. Don't forget that the weapon in use at the time you take the power-up item is the one in which power is increased.



First of all, increase the power of his sword.

Then increase the power of his bombs. It'll make your life a lot easier.



Strategy against the Mysterious Monk

4 The Mysterious Monk in this stage is stronger than ever. You can defeat him with high-powered bombs. However, if your bombs are normal or if he appears along with other enemies, use the following tactic: Select the sword, then jump to avoid his cane and get behind him to attack.



When he comes toward Moonlight, jump over him to avoid his deadly cane.



Change direction in midair and land behind him.



Then keep on attacking him with the sword. You can kill him even before he gets his cane back.

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Continue in this stage starts here.

5 If Moonlight gets killed beyond this point, the game continues. Follow the method to increase the power of his weapons as shown above. If you miss these power-up items, your chance of making it to the end becomes very slim.



You must power-up the bombs. Otherwise, fighting the Mysterious Monk will get real difficult.

Keep in mind that there are multiple enemies when selecting a weapon.

6 If you were to deal only with the Mysterious Monk, the best weapon is the high-powered bomb. However, if there are multiple enemies, use the sword because it acts as a barrier as well as an offensive weapon.



The bomb is the best weapon to use against the Mysterious Monk.



However, you should change your weapon to the sword when facing the Ninja wolf.

When you turn the game on, you will see the screen (shown above) that lets you choose between the Standard Mode or the Turbo Mode. In the Turbo Mode Moonlight has only one life. It's a difficult mode where one mistake will get Moonlight killed.



STAGE 4

DEN OF THE DEMONS

Don't get crushed under the dropping trick ceiling.

The Den of the Demons consists of three floors. When you walk down the first staircase, you'll be in the second area where the floor is covered with dangerous bamboo spikes. Below is another area where a trick ceiling drops down to crush Moonlight.



This floor looks similar to the first floor, but the bamboo trap here is deadly.



Go down the stairs on the right side of the room to get into the trick ceiling room.

Moonlight will be under constant attack from the enemies in this stage no matter where you place him in the room. The floor and ceiling of the room are covered by Ninjas who carry sickles and chains. Ninjas with swords will be trying to send Moonlight toward the ceiling. It's important to anticipate the enemy's movement and avoid him.



Moonlight can walk upside down in this stage. Be careful of the Ninjas hiding in the ceiling.



The Samurai who attack Moonlight with their swords could be the toughest enemy of the game.

BOSS

ENCHANTED ROCKS

The boss of this stage is two huge moving rocks. Moonlight will get killed if he gets caught between the two rocks or against the wall. You must destroy all four seals on each rock to destroy them both. Circle around each rock and attack using the Bamboo Bombs.



Moonlight won't get damaged standing on top of the Enchanted Rocks. Just don't get crushed by them.

Tips to clear Stage 4

When you are walking on the ceiling be careful of the Ninjas hidden in the ceiling. Move top to bottom and avoid the bamboo traps and enemy attack. It is important to master the use of the sickle and chain. The tough Samurai appears suddenly with a long sword. Keep hitting him without getting too close.

STAGE 5

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THE TRIBE OF NINE WIND DEMONS

Climb up the cliff and defeat the Wind Demons.

The whole stage is one giant rock face. Climb up using the footholds. You can also jump onto tree branches and use them to climb up. But don't stop—keep climbing. By the way, if you keep moving sideways you will loop back to where you started from. You'll find deadly gas coming out of the rock in some areas. Avoid the gas and the enemies.



The gas coming out of the rocks is deadly. It will kill Moonlight if he touches it. Move away from it quickly.



Starting from the bottom, you must climb up to the top of the cliff. Avoid the bomb attacks from red Ninjas.

It looks like an easy area, but with one wrong step Moonlight can fall all the way to the bottom. Be careful—especially when you are moving from one foothold to another. You can get attacked by red Ninjas just as you're changing footholds.



Moonlight will face the boss on top of the cliff.

BOSS

NINE WIND DEMONS

At the top there is a yellow Ninja with a blinking jewel. Get it to strengthen Moonlight's weapon arsenal. The kite floats slowly in a circular motion. You must destroy the Ninja in the middle to destroy the kite. Use the alter ego and the Bamboo Bombs to attack effectively.



The Nine Wind Demons appear riding a gigantic kite and attack Moonlight with shurikens. Swat the shurikens.

Tips to clear Stage 5

Don't jump too high when you're moving from one foothold to another. Jumping too high makes it difficult to maneuver and could cause Moonlight to fall off the cliff. Move around at all times to avoid the attack of red Ninjas and the deadly gas.

THUNDERCLOUD

Under the thundering sky, the Ghosts of the Fugitive Warriors attack Moonlight.

With the combined attack from the Mysterious Monks and the Nine Wind Demons, the latter half of the stage becomes extremely tough. You must evade the Mysterious Monks using the rocky ground effectively. Defeat the enemies and advance to the final battle.



The first half of the stage was difficult enough, but the second half gets even worse.



In a tough area like this, you can really use the alter egos.

We'll give a little sneak preview of Stage 7. You will be facing the deadly gas area and the nasty Samurais in this area.



Tips to clear Stage 6

A storm of strong enemies attack Moonlight in this stage. You must keep your concentration up at all times. In the area where Moonlight is attacked by the Mysterious Monks and the Nine Wind Demons, you must use the bombs for the Monks and the sickle and chain for the Ninjas on kites. If you have a powered-up sword, you can use it to ward off the the Monks and knock away the knives. It's much safer, just slower.

Stage 6 is a horizontally-scrolling stage. Moonlight must face the sudden attack of the Nine Wind Demons from the lightning-filled sky, the nasty Samurai warriors and the usual assortment of evil Ninjas, all on the rocky terrain.



Shurikens are aimed at Moonlight. Lure the shurikens toward him—then avoid them.

BOSS

AN ARMY OF THE GHOSTS OF THE FUGITIVE WARRIORS

The Ghosts of the Fugitive Warriors that you thought you destroyed in Stage 3 is the boss character here. They appear one after another in this area. To destroy them, jump onto the rock on the right. Try to stay in the middle. If you have an alter ego



jump straight up so that the alter ego is above Moonlight. Then hold down and fire the Bamboo Bombs. The warriors will appear on top of Moonlight but they will not be able to hit him with their swords.

The boss of this stage is the Ghosts of the Fugitive Warriors that appeared in Stage 3. But how many of them are here?

The last area of Ninja Spirit requires you to fall down a deep pit while avoiding the Ninjas that appear out of thin air. The key to passing this section is to guide Moonlight through the thin openings between the Ninjas. Once on the edge of the cliff, walk off, then hold the pad to the left. You will fall diagonally left and eventually reach the left edge of the pit. On your way down you will encounter one Ninja that will more than likely cause you to lose two life units. As soon as you reach the left wall, try to keep Moonlight at least one body width from the wall. Any more or less and you will risk running into another Ninja. After you start your decent straight down do exactly that, fall straight down. And you will make it to the last boss with ease.

Ninja Spirit material assisted by PC Engine Monthly by Shogakukan of Japan and Marukatsu PC Engine by Kadodawa Media Office of Japan.



Coming
soon...

Aero Blaster

NEC
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The hit arcade game *Air Buster* comes to the TG-16. Jump into your specially designed airship to blast the invading alien beings before they destroy the earth.



Super Star Soldier

NEC
TurboChip

It's been four long years since the last time an invading force, the Brain Army, tried to destroy the galaxy. When out of nowhere the last weapon, the Mother Brain, of that same invading force appears, and it looks mighty mean. But that's because you've been keeping up with the times and you have Neo-Cesar, as well. Be prepared to do some fancy flying in this one.



Battle Royale

NEC
TurboChip



This game isn't to be confused with a wrestling game. It's a "beat up your friend, toss him out of the ring, 'I'm King of this block'" game instead. Featuring a five-player mode, each player has seven different moves that are distinctly their own.

Jack Nickalus Golf

Accolade
CD-ROM and TurboChip

Join the Golden Bear in a round of golf. Play a Skins game or matchstroke on 18 of Jack Nickalus' favorite holes from around the world.



Sinistron

165
TurboChip

In the 33rd century, space telescopes spot a large ship moving into our solar system. As the lone cybernaut fighter, you must battle alien beings in a biomorphic ship that likes to gobble up planets.



Tricky Kick

165
TurboChip



An evil sorceress becomes jealous of a peaceful forest and places a curse on Oberon, who lives there, and all his decendents. Lost forever in a maze world, the six different heros are faced with the challenge of escaping the sixty-plus levels filled with fearsome enemies that now surround them. Armed only with a special kick, they together must slam their foes to destroy them.

Sherlock Holmes

Cinemaware
CD-ROM

Join the infamous Sherlock Holmes and his trusted friend, Dr. Watson, as they run about London looking for clues. Using real actors, watch and listen for the necessary clues to help the detective solve three different mysteries.





REMEMBER WHEN

MOMMY TOLD YOU NOT TO

PLAY WITH FIRE?

MAYBE YOU SHOULD HAVE LISTENED.

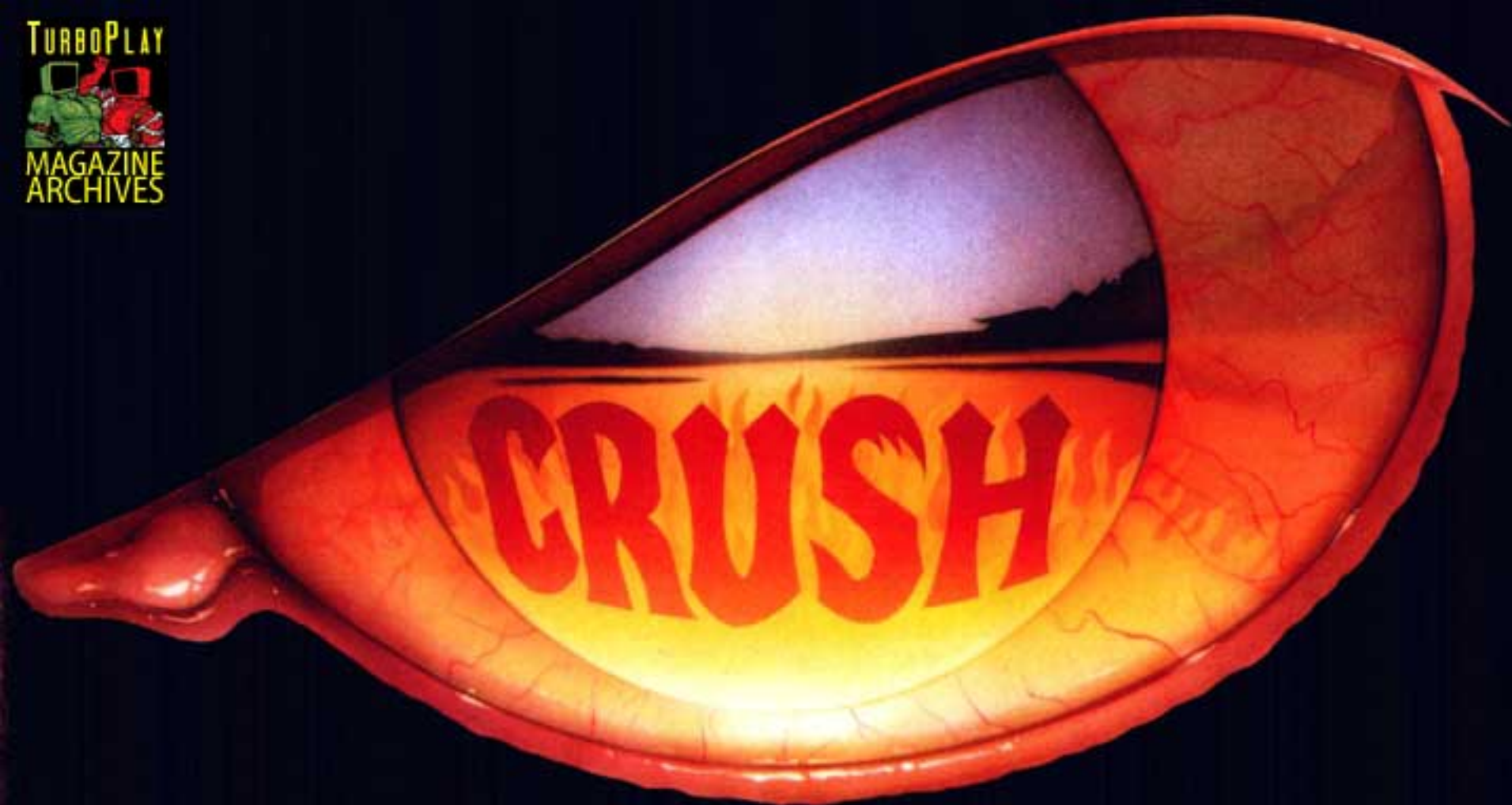
She'll say, "If you play Devil's Crush video pinball in the underworld, you'll get horribly burned."

And you will.

You'll probably get fried many times while locked in immortal battle with the Devil's elite guards. The

dragons will roast you. The skeletons will toast you. The sorcerers will plan a barbecue around you.

But you'll have to flip your way past all of them to fight the ultimate Armageddon with the Devil himself. The big Kahuna awaits.



This happy skeleton keeps an eye on you and laughs like a demonic clown when you die.



The 5-headed dragon spits fire and brimstone at your pinballs.



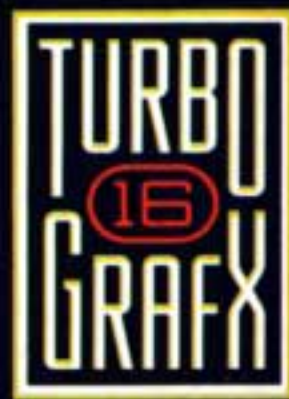
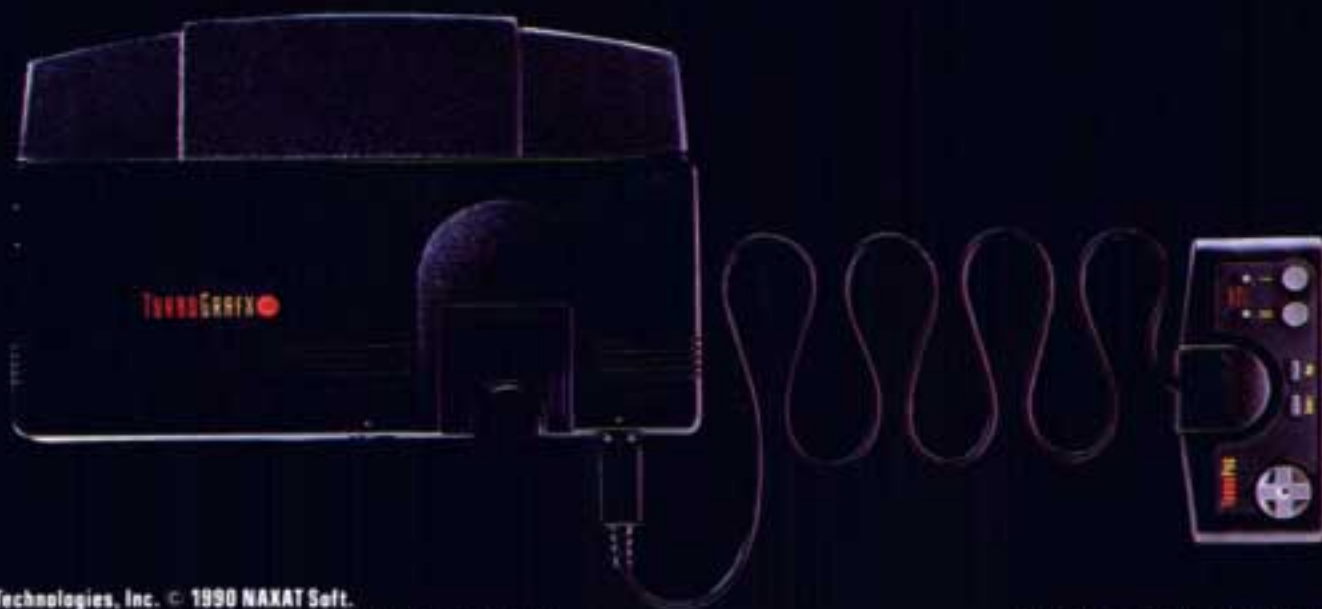
There she is. The She Giant. So beautiful when she sleeps. Such an evil skag when she awakens.



Could this be the evil skag prophesied in an earlier caption?



The robed-ones can help you focus your rage.



NEC

Turbo TIPS

VALIS II

(NEC)

Here are a few special tips given to you at the end of the game. While playing, hold down button 2 and press **RUN** to pause. Then press **SELECT**, 1, 2, 1 and press **RUN** to un-pause. Having done this,

you can pause the game at any time, and choose any special items by pressing button 1 or any offensive weapon by pressing button 2.

During the title screen press **UP**, 1, **SELECT**, 2, **DOWN** and then **RUN**. You'll be able to select all the demo screens from the game, a sound test, a color adjustment screen and a sound level test.



DUNGEON EXPLORER

(NEC)

To see a second ending for this game, type in the password DEBDE DEBDA, and press the **RUN** button and 1 button at the same time. The game will say that it's an invalid code. Then input a password that will take you to the point were the King turns into Natas, and steals the orb such as the code AENIP BLKEE for a level 14 fighter. Now go sit on the throne.



BOXYBOY

(NEC)

To begin on Round 201, type in the code MACKY. To begin on round 255 type in MICKY.



DRAGON SPIRIT

(NEC)

To receive 100 continues during the title screen press, D, R, **SELECT**, D, 2, D, 1, L, **SELECT**, U, 1, 2, 1 then press **RUN**.

In *Dragon Spirit* there are several places where you can bomb and have a special gel appear. The gel will give you invincibility, three way and make you small. In Stage 7 after the section that contains all the spiders there is a large block on the right side of the screen. If you can bomb the left part of the block in the very back, the gel will appear. In Stage 8 you can find the gel near the end right before you reach the spears that shoot out from the wall. When you reach this section, you have two paths you can take. Go to the left and bomb in the corner of the upside down "L." The gel will appear. Grab it to help you past the spears and reach the final boss.



DROP OFF

(NEC)

During the title screen press the **SELECT** button 16 times, then press **RUN**. This will give you a level to select. To choose a level press the **SELECT** button.

To get unlimited continues during the title screen, press the **1** button and the **RUN** button at the same time. Then press the **2** button and **RUN** at the same time.

To get the sound test for *Drop Off*, press and hold the **2** button during the title screen, and then press the **SELECT** button.



LAST ALERT

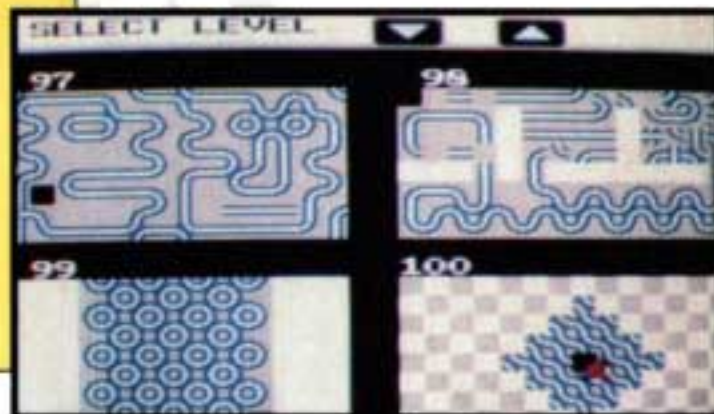
(NEC)

To access a visual sound test, press and hold **SELECT** during the title screen, then press **1,2,1,2, UP, DOWN** and then **RUN**. This screen will allow you to perform a sound test, see the intermission scenes of each level and more.

TIMEBALL

(NEC)

Here's a code that will let you select from the last 16 rounds to begin play: 0898.



DOUBLE DUNGEON

(NEC)

Here's a code that will start you off on Level 22, and you'll be ready to fight the final end boss, Vandess. Type in YNzYSMChriGlgLV-ihOdfCGe to appear in front of his door.



PSYCHOSIS

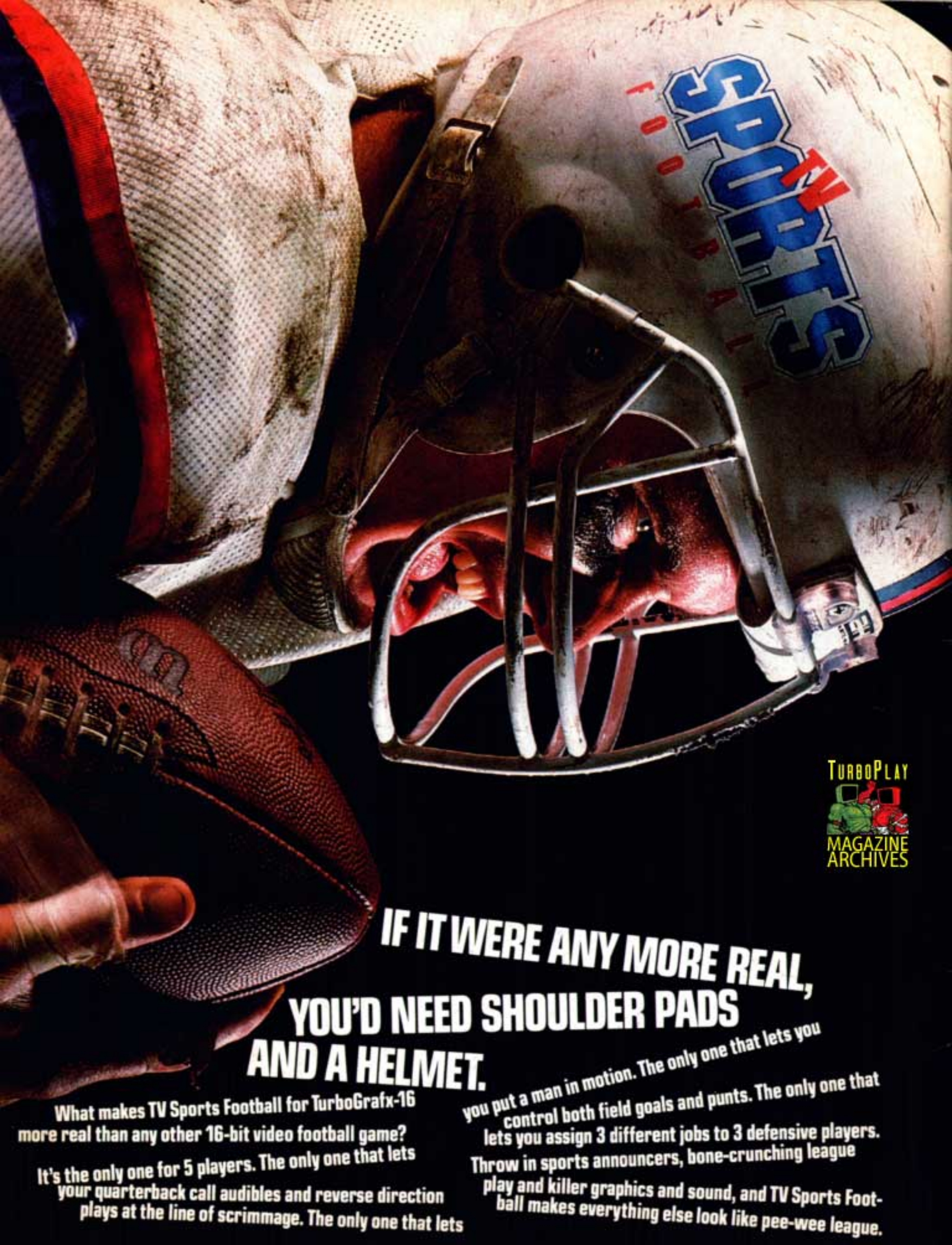
(NEC)

During the title screen press and hold the **1, 2** and **SELECT** buttons, then press **RUN** to bring up a sound test.

To start on the second level, which is more difficult, press and hold **UP, SELECT, 1** and **2**, then hit **RUN** during the title screen.

There are two special types of characters that can be found in the game. The first ones are the butterflies that appear as you meet the first end boss. To make them appear, you must save the worm at the beginning of the stage by shooting the two enemies that attack it. Be sure not to kill the worm. The second special character will appear in Stage 4. If you can make it to Stage 4 without dying, a big turtle will appear. This turtle will hover over your ship and destroy all enemies that come near.





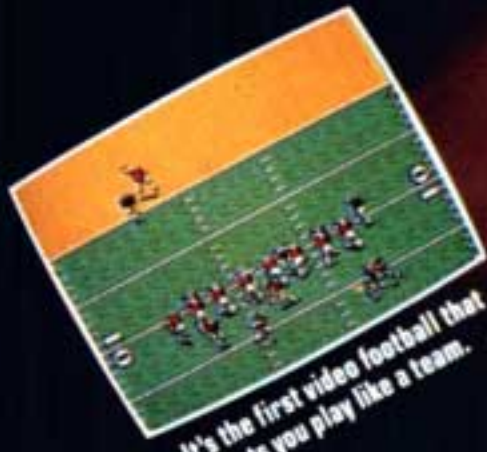
TURBOPLAY

MAGAZINE
ARCHIVES

**IF IT WERE ANY MORE REAL,
YOU'D NEED SHOULDER PADS
AND A HELMET.**

What makes TV Sports Football for TurboGrafx-16 more real than any other 16-bit video football game? It's the only one for 5 players. The only one that lets your quarterback call audibles and reverse direction plays at the line of scrimmage. The only one that lets

you put a man in motion. The only one that lets you control both field goals and punts. The only one that lets you assign 3 different jobs to 3 defensive players. Throw in sports announcers, bone-crunching league play and killer graphics and sound, and TV Sports Football makes everything else look like pee-wee league.



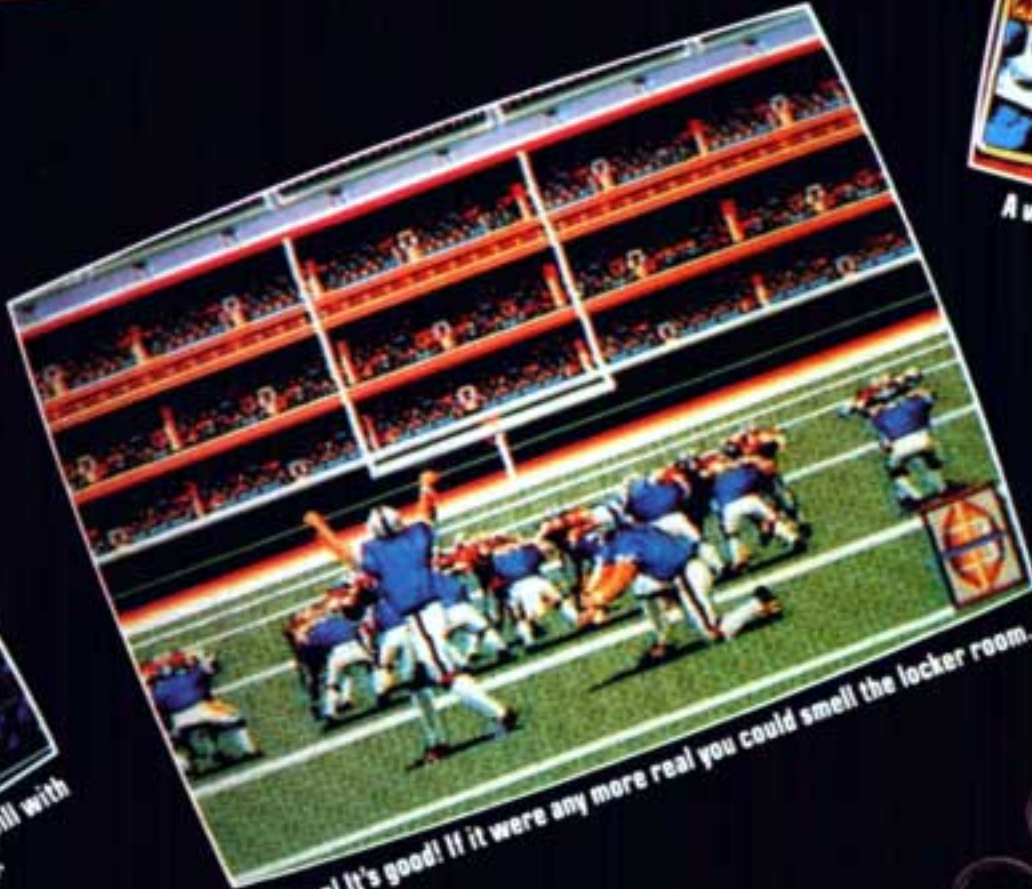
It's the first video football that lets you play like a team.



formation play.



A winning season has many rewards.



It's up! It's good! If it were any more real you could smell the locker room.



First down 10 yards.



Here's your host Turk McGill with the play by play.



The name of the game for video gridiron action.



NEC